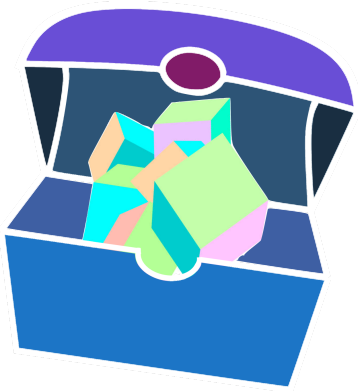

Trove

Treasure your memories

High-Fidelity Prototype README
CS 147 - Fall 2022

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Link to High-Fi Prototype:
https://drive.google.com/file/d/1K2vBIomCFQLsM5ftgnqJoMca-tS04mGD/view?usp=share_link

Operating Instructions (Android ONLY):

1. Just click the link above on your Android phone, and select download. You should then be able to see it downloading on the top bar of your device.
2. Once it's downloaded, open the Downloads folder, tap on the APK file, and tap Yes when prompted.
3. The app will begin installing on your device.
4. In order to Scan, please point the camera at the images on page 4.
5. In order to view Sir Eagle the Colorful, please point the camera at the images on page 5.

Hard-Coded Items:

In order to showcase everything we imagined for our app, we had to hardcode a variety of elements.

1. User profiles (including your own) were hardcoded. The user profiles shown in the comments, the Statistics screen, and the Collaborators screen are static values. They are also shared across all of the Trove entries.
2. Trove entries are hardcoded. On the 'Edit memory settings' screen, users *can* modify the default values. However, those changes are not propagated across screens.
3. Likewise, the details for the new Trove entries are hardcoded after the Decorating and Scanning screens. Again, users can modify the values on the 'Edit details' screens, but those changes will not propagate through the app.
4. Navigation is hardcoded. It was unreasonable to expect users to walk across the city to experience our app! As such, we implemented a button which allows users to simply tap the screen to navigate.
5. The map itself is hard-coded. We are not tracking the user's location. Instead, we have arbitrarily placed them in San Francisco.
6. The achievements seen throughout the app are static values.

7. There are two hardcoded AR tracking images, one for scanning, one for decorating.

Limitations:

Sadly, there are certain limitations to our app.

1. Major bug: AR tracking will fail to work if Scanning and Decorating are accessed in the same session of the app. After successfully Scanning, completely close the app before attempting Decorating, or vice versa.
2. There is no data being saved, locally or remotely.
3. While an icon for the Profile page is shown, there is no Profile screen.
4. While icons for bookmarking a memory and turning on/off notifications for a memory are shown, they are unclickable.
5. There are only two AR objects implemented, one for the Scanning Task and one for the Decorating Task.
6. There are only three tools to use during the Decorating task.
7. Account creation is not implemented. Similarly, there is no sign-in page.
8. Users *can* access the report screen when viewing an AR memory! However, the actual report functionality is not implemented.
9. An auxiliary task we had hoped to implement but were unable to is Time Travel. Time Travel would allow users to see the full history of an AR memory when viewing it.

Wizard of Oz:

Users can actually view two AR objects with Trove! That said, the scanning procedure is implemented by Wizard of Oz. We would have needed to implement a real, computer-vision scanning algorithm to complete this task… and that's relatively novel technology that was not feasible for the duration of this project! Furthermore, we were only able to make it downloadable for Android devices.

The Origami Cube

By William